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Lee Phillips

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Gnuplot Cookbook Gnuplot Cookbook

Rahul Raj



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Gnuplot Cookbook Lee Phillips, 2012-02-24 Written in Cookbook style the reader will be taught the features of gnuplot through practical examples accompanied by rich illustrations and code Every aspect has been considered to ensure ease of understanding of even complex features Whether you are an old hand at gnuplot or new to it this book is a convenient visual reference that covers the full range of gnuplot s capabilities including its latest features Some basic knowledge of plotting graphs is necessary

The Linux Cookbook, 2nd Edition Michael Stutz, 2004 Provides step by step instructions on how to use the computer operating system Linux

Gnuplot in Action Philipp K. Janert, 2016-03-08 Summary Gnuplot in Action Second Edition is a major revision of this popular and authoritative guide for developers engineers and scientists who want to learn and use gnuplot effectively Fully updated for gnuplot version 5 the book includes four pages of color illustrations and four bonus appendixes available in the eBook Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Gnuplot is an open source graphics program that helps you analyze interpret and present numerical data Available for Unix Mac and Windows it is well maintained mature and totally free About the Book Gnuplot in Action Second Edition is a major revision of this authoritative guide for developers engineers and scientists The book starts with a tutorial introduction followed by a systematic overview of gnuplot s core features and full coverage of gnuplot s advanced capabilities Experienced readers will appreciate the discussion of gnuplot 5 s features including new plot types improved text and color handling and support for interactive web based display formats The book concludes with chapters on graphical effects and general techniques for understanding data with graphs It includes four pages of color illustrations 3D graphics false color plots heatmaps and multivariate visualizations are covered in chapter length appendixes available in the eBook What s Inside Creating different types of graphs in detail Animations scripting batch operations Extensive discussion of terminals Updated to cover gnuplot version 5 About the Reader No prior experience with gnuplot is required This book concentrates on practical applications of gnuplot relevant to users of all levels About the Author Philipp K Janert PhD is a programmer and scientist He is the author of several books on data analysis and applied math and has been a gnuplot power user and developer for over 20 years Table of Contents PART 1 GETTING STARTED Prelude understanding data with gnuplot Tutorial essential gnuplot The heart of the matter the plot command PART 2 CREATING GRAPHS Managing data sets and files Practical matters strings loops and history A catalog of styles Decorations labels arrows and explanations All about axes PART 3 MASTERING TECHNICALITIES Color style and appearance Terminals and output formats Automation scripting and animation Beyond the defaults workflow and styles PART 4 UNDERSTANDING DATA Basic techniques of graphical analysis Topics in graphical analysis Coda understanding data with graphs

Python Cookbook Alex Martelli, Anna Ravenscroft, David Ascher, 2005-03-18 Portable powerful and a breeze to use Python is the popular open source object oriented programming language used for both standalone programs and scripting applications It

is now being used by an increasing number of major organizations including NASA and Google Updated for Python 2.4 The Python Cookbook 2nd Edition offers a wealth of useful code for all Python programmers not just advanced practitioners Like its predecessor the new edition provides solutions to problems that Python programmers face everyday It now includes over 200 recipes that range from simple tasks such as working with dictionaries and list comprehensions to complex tasks such as monitoring a network and building a templating system This revised version also includes new chapters on topics such as time money and metaprogramming Here s a list of additional topics covered Manipulating text Searching and sorting Working with files and the filesystem Object oriented programming Dealing with threads and processes System administration Interacting with databases Creating user interfaces Network and web programming Processing XML Distributed programming Debugging and testing Another advantage of The Python Cookbook 2nd Edition is its trio of authors three well known Python programming experts who are highly visible on email lists and in newsgroups and speak often at Python conferences With scores of practical examples and pertinent background information The Python Cookbook 2nd Edition is the one source you need if you re looking to build efficient flexible scalable and well integrated systems

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have a basic knowledge of software development using Java and a basic working knowledge of Linux

Introduction to Scientific and Technical Computing Frank T. Willmore, Eric Jankowski, Coray Colina, 2016-08-19 Created to help scientists and engineers write computer code this practical book addresses the important tools and techniques that are necessary for scientific computing but which are not yet commonplace in science and engineering curricula This book contains chapters summarizing the most important topics that computational researchers need to know about It leverages the viewpoints of passionate experts involved with scientific computing courses around the globe and aims to be a starting point for new computational scientists and a reference for the experienced Each contributed chapter focuses on a specific tool or skill providing the content needed to provide a working knowledge of the topic in about one day While many individual books on specific computing topics exist none is explicitly focused on getting technical professionals and students up and running immediately across a variety of computational areas

Computational Physics - A Practical Introduction to Computational Physics and Scientific Computing (using C++), Vol. I Konstantinos Anagnostopoulos, 2016-12-06 This book is an introduction to the computational methods used in physics and other related scientific fields It is addressed to an audience that has already been exposed to the introductory level of college physics usually taught during the first two years of an undergraduate program in science and engineering It assumes no prior knowledge of numerical analysis programming or computers and teaches whatever is necessary for the solution of the problems addressed in the text C is used for programming the core programs and data analysis is performed using the powerful tools of the GNU Linux environment All the necessary software is open source and freely available The book starts with very simple problems in particle motion and ends with an in depth discussion of advanced techniques used in Monte Carlo simulations in statistical mechanics The level of instruction rises slowly while discussing problems like the diffusion equation electrostatics on the plane quantum mechanics and random walks

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to high performance computing projects in science and engineering It puts emphasis on hands on programming of numerical code but also on the production analysis and interpretation of data But it also tries to keep the students motivated by considering interesting applications in physics like chaos quantum mechanics special relativity and the physics of phase transitions There is a C and a Fortran edition for the core programming Data analysis is performed using the powerful tools of the GNU Linux environment All the necessary software is open source and freely available The book and the accompanying software are given under a Creative Commons License GNU public License as a service to the community It can be used freely as a whole or any part of it in any form by anyone There is no official distribution of hard copies but you can use the printing service of your preference in order produce any number of copies you need for you and or your students For the lazy ones a very nice and cheap paperback can be purchased from lulu com amazon com and conventional bookstores The ebook can be read in most electronic devices like your PC tablet or favorite ebook reader and it is freely available from the book s website

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Computational Technologies Petr N. Vabishchevich, 2014-12-11 In this book we describe the basic elements of present computational technologies that use the algorithmic languages C C++ The emphasis is on GNU compilers and libraries FOSS for the solution of computational mathematics problems and visualization of the obtained data At the beginning a brief introduction to C is given with emphasis on its easy use in scientific and

engineering computations We describe the basic elements of the language such as variables data types executable statements functions arrays pointers dynamic memory and file management After that we present some observations on the C programming language We discuss the issues of program compiling linking and debugging A quick guide to Eclipse is also presented in the book The main features for editing compiling debugging and application assembling are considered As examples we solve the standard problems of computational mathematics operations with vectors and matrices linear algebra problems solution of nonlinear equations numerical differentiation and integration interpolation initial value problems for ODEs and so on Finally basic features of computational technologies are illustrated with model problems All programs are implemented in C C with using the GSL library Gnuplot is employed to visualize the results of computations

Rust Programming Cookbook Claus Matzinger,2019-10-18 Practical solutions to overcome challenges in creating console and web applications and working with systems level and embedded code network programming deep neural networks and much more Key FeaturesWork through recipes featuring advanced concepts such as concurrency unsafe code and macros to migrate your codebase to the Rust programming language Learn how to run machine learning models with Rust Explore error handling macros and modularization to write maintainable codeBook Description Rust 2018 Rust's first major milestone since version 1.0 brings more advancement in the Rust language The Rust Programming Cookbook is a practical guide to help you overcome challenges when writing Rust code This Rust book covers recipes for configuring Rust for different environments and architectural designs and provides solutions to practical problems It will also take you through Rust's core concepts enabling you to create efficient high performance applications that use features such as zero cost abstractions and improved memory management As you progress you'll delve into more advanced topics including channels and actors for building scalable production grade applications and even get to grips with error handling macros and modularization to write maintainable code You will then learn how to overcome common roadblocks when using Rust for systems programming IoT web development and network programming Finally you'll discover what Rust 2018 has to offer for embedded programmers By the end of the book you'll have learned how to build fast and safe applications and services using Rust What you will learnUnderstand how Rust provides unique solutions to solve system programming language problemsGrasp the core concepts of Rust to develop fast and safe applicationsExplore the possibility of integrating Rust units into existing applications for improved efficiencyDiscover how to achieve better parallelism and security with RustWrite Python extensions in RustCompile external assembly files and use the Foreign Function Interface FFI Build web applications and services using Rust for high performanceWho this book is for The Rust cookbook is for software developers looking to enhance their knowledge of Rust and leverage its features using modern programming practices Familiarity with Rust language is expected to get the most out of this book

[Mastering OpenCV 3](#) Daniel Lelis Baggio,Shervin Emami,David Millan Escriva,Khvedchenia Ievgen,Jason Saragih,Roy Shilkrot,2017-04-28 Practical Computer Vision Projects About This Book

Updated for OpenCV 3 this book covers new features that will help you unlock the full potential of OpenCV 3 Written by a team of 7 experts each chapter explores a new aspect of OpenCV to help you make amazing computer vision aware applications Project based approach with each chapter being a complete tutorial showing you how to apply OpenCV to solve complete problems Who This Book Is For This book is for those who have a basic knowledge of OpenCV and are competent C programmers You need to have an understanding of some of the more theoretical mathematical concepts as we move quite quickly throughout the book What You Will Learn Execute basic image processing operations and cartoonify an image Build an OpenCV project natively with Raspberry Pi and cross compile it for Raspberry Pi text Extend the natural feature tracking algorithm to support the tracking of multiple image targets on a video Use OpenCV 3 s new 3D visualization framework to illustrate the 3D scene geometry Create an application for Automatic Number Plate Recognition ANPR using a support vector machine and Artificial Neural Networks Train and predict pattern recognition algorithms to decide whether an image is a number plate Use POSIT for the six degrees of freedom head pose Train a face recognition database using deep learning and recognize faces from that database In Detail As we become more capable of handling data in every kind we are becoming more reliant on visual input and what we can do with those self driving cars face recognition and even augmented reality applications and games This is all powered by Computer Vision This book will put you straight to work in creating powerful and unique computer vision applications Each chapter is structured around a central project and deep dives into an important aspect of OpenCV such as facial recognition image target tracking making augmented reality applications the 3D visualization framework and machine learning You ll learn how to make AI that can remember and use neural networks to help your applications learn By the end of the book you will have created various working prototypes with the projects in the book and will be well versed with the new features of OpenCV3 Style and approach This book takes a project based approach and helps you learn about the new features by putting them to work by implementing them in your own projects

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio,2012-12-03 Each chapter in the book is an individual project and each project is constructed with step by step instructions clearly explained code and includes the necessary screenshots You should have basic OpenCV and C C programming experience before reading this book as it is aimed at Computer Science graduates researchers and computer vision experts widening their expertise

OpenCV By Example Prateek Joshi,David Millan Escrive,Vinicius Godoy,2016-01-22 Enhance your understanding of Computer Vision and image processing by developing real world projects in OpenCV 3 About This Book Get to grips with the basics of Computer Vision and image processing This is a step by step guide to developing several real world Computer Vision projects using OpenCV 3 This book takes a special focus on working with Tesseract OCR a free open source library to recognize text in images Who This Book Is For If you are a software developer with a basic understanding of Computer Vision and image processing and want to develop interesting Computer Vision applications with Open CV this is the book for you

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Administration Cookbook Yifeng Jiang,2012-08-16 As part of Packt s cookbook series each recipe offers a practical step by step solution to common problems found in HBase administration This book is for HBase administrators developers and will even help Hadoop administrators You are not required to have HBase experience but are expected to have a basic understanding of Hadoop and MapReduce **matplotlib Plotting Cookbook** Alexandre Devert,2014-03-26 This book

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